

Lehi Celebration Boutique

June 19th and 20th

2009 Food Vendor Application

Last Name	First Name	
Business Name		
Address		
City	State	Zip
Home Phone	Business Phone	
E—mail Address		

Describe food product(s) you will be selling:

Calendar

March 16: **Application Deadline**

March 23: Notifications Mailed

April 17: Booth fees due

April 30: Cancellation Deadline for full refund

May 15: Booth Assignments, set-up info mailed

Refund Schedule

Before April 30	Full Refund
April 30-May 30	50% Refund
After June 1	No Refund

Booth fees

\$50 for 10' x 10' space

*you will need to obtain a temporary food service permit from Health Dept

Rules & Regulations:

A booth space is an uncovered 10' x 10' space on the grass. Electricity is available, but only for food vendors. Vendors are to provide their own booth structure or canopy, tarps, tables, chairs, etc. Displays must be confined to the booth space and not override into the walkways or the spaces to the side or rear of the booth. Booth spaces are assigned randomly. Assignments must be adhered to and are not transferable.

Each vendor will be assigned a set-up time that must be honored. Boutique hours are from 9:30am – 7pm on both days (19th & 20th). Please be in your booths by 11am ready for customers for the lunch hours and throughout the day into dinner time. Take down time will begin on Saturday, June 20th approx. 7:30pm. Lehi City is not responsible for monitoring the booths or product for any vendors overnight. Each vendor is responsible for the safety of their product and equipment.

Vendors are to comply with the Utah State Tax regulations. The Tax Commission will provide tax packets for each vendor. Please contact the Health Dept 801-851-7525 to obtain a 'temporary food service permit'. You will need to do this 2 business days prior to the event.

The craft fair is not dependent on weather. Fees will not be refunded in the event of rain or winds.

Applicant's signature

Date

Mail application to:
Lehi Celebration Boutique
P.O. BOX 33
LEHI, UT 84043